

NAME

Blank space for character name

Heroic Culture

Cultural Blessing

Calling

Age

Standard of Living

Patron

Shadow Path

Treasure

Small square box for treasure

Distinctive Features

Flaws

Large empty rectangular box

STRENGTH

Strength stat block diagram with four diamond-shaped boxes. The top-right box is labeled 'RATING', the bottom-left box is labeled 'TN', and the bottom-right box is labeled 'ENDURANCE'.

HEART

Heart stat block diagram with four diamond-shaped boxes. The top-right box is labeled 'RATING', the bottom-left box is labeled 'TN', and the bottom-right box is labeled 'HOPE'.

WITS

Wits stat block diagram with four diamond-shaped boxes. The top-right box is labeled 'RATING', the bottom-left box is labeled 'TN', and the bottom-right box is labeled 'PARRY'.

SKILLS

- Awe ◇◇◇◇◇◇◇◇
- Athletics ◇◇◇◇◇◇◇◇
- Awareness ◇◇◇◇◇◇◇◇
- Hunting ◇◇◇◇◇◇◇◇
- Song ◇◇◇◇◇◇◇◇
- Craft ◇◇◇◇◇◇◇◇

- Enhearten ◇◇◇◇◇◇◇◇
- Travel ◇◇◇◇◇◇◇◇
- Insight ◇◇◇◇◇◇◇◇
- Healing ◇◇◇◇◇◇◇◇
- Courtesy ◇◇◇◇◇◇◇◇
- Battle ◇◇◇◇◇◇◇◇

- Persuade ◇◇◇◇◇◇◇◇
- Stealth ◇◇◇◇◇◇◇◇
- Scan ◇◇◇◇◇◇◇◇
- Explore ◇◇◇◇◇◇◇◇
- Riddle ◇◇◇◇◇◇◇◇
- Lore ◇◇◇◇◇◇◇◇

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

Three diamond-shaped boxes representing Adventure Points, Skill Points, and Fellowship Score.

Current Endurance and Current Hope stat blocks. Each has a large diamond for the main value and smaller diamonds for Load and Shadow Scars.

COMBAT PROFICIENCIES

- Axes ◇◇◇◇◇◇◇◇
- Bows ◇◇◇◇◇◇◇◇
- Spears ◇◇◇◇◇◇◇◇
- Swords ◇◇◇◇◇◇◇◇

REWARDS

VALOUR ◇

VIRTUES

WISDOM ◇

CONDITIONS

- Weary
 - Miserable
 - Wounded
- Injury*

TRAVELLING GEAR

WAR GEAR

Damage Injury Load Notes

Damage	Injury	Load	Notes

ARMOUR

Protection Load

Helm

2d+2

SHIELD

Parry Load